

# COURSE OUTLINE - Essential Mathematics 11 (ESMR3S)

This course is the second in a sequence of three courses emphasizing practical application to everyday life, problem solving and consumer decisions.

**Teacher:** Ms. Whicker  
[pwhicker@wsd1.org](mailto:pwhicker@wsd1.org)  
<https://pwhicker.wikispaces.com/>

**Room:** 12

## Reference Books:

(bring to all classes)

- Various handouts and booklets for each unit

## Topics: (approximate # of classes)

*details on reverse*

- Statistics (7)
- Relations and Patterns (13)
- 3-D Geometry (13)
- [(Analysis of Games and Numbers (6))]
- Interest and Credit (15)
- Managing Money (13)
- Trigonometry (5)
- [Design Modelling (10)]

## Evaluation: *Term Mark:*

- Assignments and Projects: ~ 60%
- Quizzes and Tests: ~ 40%

## *Final Mark:*

- Term work: 70%
- Final Exam: 30%

## Materials: (bring to all classes)

- Binder (with lined paper), graph paper, pencil, eraser, pen, ruler, highlighter, protractor, compass, and a scientific calculator.

## Expectations:

- **Attend** class daily. Arrive **on time**, ready for class.
- During class: Record notes, participate in discussions, ask questions if necessary and complete assignments. Keep a resource sheet for each unit with definitions, examples, formulas, etc. that you think are important for use on a test.
- *If students make effective use of class time, there should be minimal homework.*
- If you don't understand something, please ask. Sharing your questions or comments during class helps me *teach* the class and helps you and your classmates *learn*.
- Your term work and tests will be helpful in preparing for the final exam. Be sure to **complete and keep** all of your assignments, projects, quizzes and tests.



# TOPICS (Detailed)

As time permits, these topics will be covered.

- **Statistics (7)**

1. Creating and interpreting graphs.  
(bar graphs, histograms, line graphs, circle graphs)



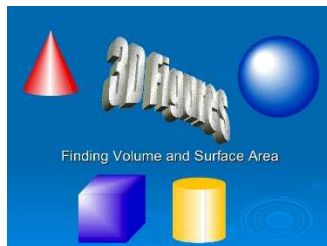
- **Interest and Credit (15)**

1. Simple and Compound Interest.
2. Credit Options.  
(such as credit cards and loans)
3. Manipulation and application of formulas relating to simple interest and finance charges.



- **3-D Geometry (13)**

1. Solve problems that involve SI and imperial units in surface area measurements.
2. Solve problems that involve SI and imperial units in volume measurements
3. Solve problems that require the application of formulas related to volume and surface area.



- **Managing Money (13)**

1. Personal Budgets.
2. Understanding financial institution services.



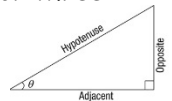
- **Relations and Patterns (13)**

1. Understanding slope.
2. Solve problems by applying proportional reasoning and unit analysis.
3. Solve problems related to slope.
4. Solve problems that involve scale.
5. Understanding linear relations.  
(table of values, graphing, equations, interpolation/extrapolation, etc)



- **Trigonometry (5)**

1. Solve problems involving two or three right triangles.



(If time:)

- **Analysis of Games and Numbers**

Learn how to play a new game: Determine, explain and verify a strategy to solve a puzzle or win a game such as (but not exclusively):

- Blokus
- Chess
- Yahtzee
- Sudoku
- Mind puzzles
- Logic puzzles



Can you teach someone else how to play?

- **Design Modelling**

1. Modelling and drawing 3-D objects and their views.
2. Exploded views, component parts, and scale diagrams of simple 3-D objects.



# Late Assignment Policy

If it is called a **PROJECT**, you have **ONE WEEK** past the original due date to submit the project, with a loss of 2% a day. After one week, the mark becomes a **ZERO**.

If it is called an ASSIGNMENT, it will not be accepted after I mark & return them to the class – usually one or two days later – and will receive a mark of zero.

\*\*\*If you are experiencing difficulty completing the assignment or project, see Ms. Whicker **BEFORE** the due date to discuss an extension.\*\*\*

Excessive missing assignments may dramatically affect your final mark....

## Missed tests

- Missed tests due to unverified absence may receive a zero score. You will only receive a mark for the test if your absence is verified.

- Tests will be scheduled well in advance. Please avoid making appointments or plans on test day. If missing is unavoidable, please make alternate arrangements with me PRIOR to the scheduled time of the test to arrange when you will write the test.



## Attendance Reminder

At 10 absences, your credit will be suspended.

**Too many missed tests, assignments and projects reduce the likelihood of your being content with your final mark. ☹️**



## Cell phones are...

- ✓ *NOT an acceptable substitute for a calculator!*
- ✓ *To be put away and turned OFF or to SILENT during teaching/class interaction time (headphones away too please)*
- ✓ *Allowed during individual work time for music that cannot be heard by others (revoked in future classes if used for other purposes)*
- ✓ *Allowed for use in class when directed by teacher (ex. Financial app)*
- ✓ *Turned into the office, if you choose to use it in class for reasons other than the above*

**It is your responsibility to get caught up with any missed work. To do this, you can:**

- Look up assignments, test/quiz dates on Ms. Whicker's wiki (see p. 1). Or ask Ms. Whicker.
- Ask a friend



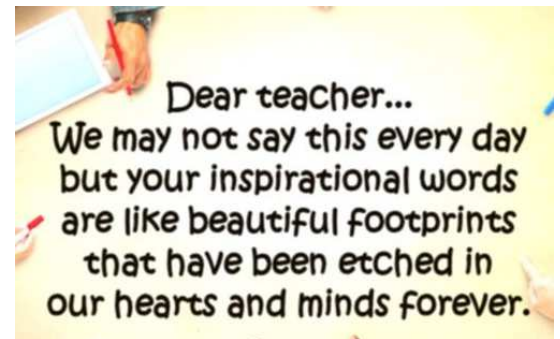


# Expectations / Suggestions for Student Success

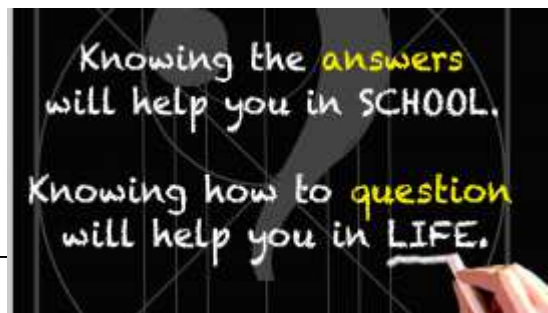


→ **Respect** your classmates, teacher, and classroom. Treat each other kindly. Offer appreciation when appropriate. Avoid negative remarks, name-calling, hurtful gestures and behaviours. Use courteous and appropriate language.

→ **Attentive Listening.** Pay close attention to one another's feelings and expression of ideas. When Ms. Whicker or classmates talk in class discussions, please pay attention and do not let yourself get distracted by talking with your peers.



→ **Be proactive, not reactive.** Get yourself involved. Participate in class, take notes, try the sample questions, answer and ask questions. Get **help** as soon as possible. Do not let little problems snowball into big problems.



If you don't know, don't understand, don't quite "get it"... **ASK!** - If you don't know, you might not be alone. Other people may be swimming through the same fog. Ask. And listen if someone else asks.. for the same reason. If it's important to know, remember it. **Maybe write it down!**

